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# THE HOBBIT

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## CONGRATULATIONS

Congratulations! You are about to play the most sophisticated game program yet devised for any microcomputer.

Melbourne House in association with the Tolkien Estate are very proud to be able to present to you THE HOBBIT, an amazing program based on J.R.R. Tolkien's brilliant fantasy novel.

In THE HOBBIT program, you take on the role of Bilbo, the hobbit. You will be able to roam freely throughout Middle Earth, explore and discover this wonderful enchanted land. You will meet all type of creatures, some friendly, others much less so. Your adventure will be dangerous and exciting — it will be up to you to face the challenges which confront Bilbo.

If you are unfamiliar with hobbits, you should know that hobbits are a little people, about half our height, and smaller than the bearded dwarves. Hobbits have no beards. There is little or no magic about them. For a fuller description you will have to read THE HOBBIT, but this description should be enough for you to realise that most other creatures you will meet in this Adventure, including dwarves, will be bigger and stronger than you.

You will therefore need to exercise all your cunning and skill to survive.

At the point where this Adventure commences Gandalf, who is a wizard, has talked you into entering a new and exciting adventure to help out Thorin, the dwarf.

Your mission is to seek out the evil Dragon and return the treasure he hoards back to your home and place it for safe keeping in the chest. As a secondary mission, you must look out after Thorin and protect him. Should he be killed during the Adventure, it is most unlikely you will be able to survive the dangers ahead of you on your journey!

Best of luck Bilbo, may you return with wonderful tales to tell on a cold evening in front of a log fire.

# THE RULES OF INGLISH

With the help of this program your program is now able to talk to you in INGLISH. What's more, you will be able to talk to the computer in INGLISH, and it will understand what you say!

INGLISH is the most sophisticated natural language recognition program yet developed on any microcomputer, and Melbourne House are very proud to be able to bring this implementation to you in THE HOBBIT program.

The rules of INGLISH are simple — you probably already know INGLISH without even being aware of it.

- Each sentence must have a verb

As a minimum sentence you can have just the verb.
For example, RUN
CLIMB
WAIT
These sentences are all fine.

The meaning of the verbs may be altered by the use of adverbs, such as:
RUN QUICKLY
or VICIOUSLY BREAK THE DOOR

- Normal grammar applies and the order of the different parts of the sentence is not critical.

For example, the following two sentences are both valid, and both have the same meaning:
WITH THE SWORD CAREFULLY ATTACK THE TROLL
ATTACK THE TROLL CAREFULLY WITH THE SWORD

- Adjectives which describe objects must come before the noun. If it sounds right it probably is right.

OPEN THE GREEN DOOR is right
but OPEN THE DOOR GREEN is not.

This is pretty obvious. If it sounds odd to you, you can be sure the computer is likely to think so too.

- Prepositions such as WITH, UNDER, ON, OFF and so on, usually come before the noun in INGLISH:

ATTACK WITH THE SWORD
PICK UP THE GOLD

There are some verbs where the proposition could go before or after, or where the more natural sounding sentence is with the preposition last. For example in:
TURN THE LIGHT ON
PICK THE GOLD UP
These are also acceptable.



## Use of AND

You can use the word "AND" in all its normal meaning in INGLISH! This means, among other things, that you can enter more than one sentence at a time.

The following sentences illustrate different meanings of the work AND:
TAKE THE LAMP AND THE ROPE OUT OF THE BARREL.
DROP THE SHORT AND THE LONG SWORDS
TAKE THE MONEY AND RUN.

With the use of INGLISH, your computer will be able to understand all these sentences correctly!

## Punctuation

Different sentences should be separated by some sort of punctuation — use AND, commas, semi-colons, and full stops as you normally would.

The only limitation placed by the computer on how many sentences you can enter at one time is a total limit of 128 characters.

Of course, keep in mind that each time you do something, the other creatures may also decide to do something and you could end up with some unexpected results if you enter too many commands at once.

## Using ALL, EVERYTHING and EXCEPT

It may not be convenient for you to enter the description of every object in the room if you should whish to pick everything up.

Therefore, you can generalise by the use of ALL, EVERYTHING and EXCEPT, just as you normally would.

You may qualify what you actually want to manipulate — in other words you can say ALL DWARVES, or you can say EVERYTHING EXCEPT GREEN BOTTLES.

The following are examples of valid sentences:

EAT EVERYTHING
OPEN ALL EXCEPT THE GREEN BOTTLE
BREAK ALL BOTTLES EXCEPT THE GREEN ONE

## Limitations of INGLISH

- To describe an object, you can only use the object's name and its adjectives (if any). For example, if you see that there is some delicious foaming beer in a bottle, you could say:

DRINK BEER
or DRINK DELICIOUS BEER
or DRINK FOAMING BEER
or DRINK DELICIOUS FOAMING BEER
or DRINK FOAMING DELICIOUS BEER

### Entering places

If you know where you are going, you can specify the location as you would know going east from your home leads you to the lonelands.

You may therefore say
ENTER LONELAND
or GO INTO LONELANDS

### Following other people

If you know, as in this case, that someone you want to talk to has gone but you can follow them:
FOLLOW GANDALF

### Special Crossings

Crossing rivers, ravines, chasms, and so on can be both dangerous and difficult.
You could try to jump across a ravine or swim across a river — in some cases, you may be able to use material you find to build a temporary bridge, or use a rope to swing across.

The general instructions for such a crossing would be to secure your means of crossing, and then to:
CROSS RAVINE

## LIGHT AND DARK

In order to reach the Dragon and his treasure, you'll need to go through caves, dungeons and other underground locations.

Some places have natural light, while others are dark and forbidding. It goes without saying that if you go into a location without a light, you won't be able to see anything.

However, you are likely to be disoriented and lose your sense of direction — it's very dangerous to move in the dark!

## SEEING WHERE YOU ARE

In addition to the many ground-breaking features implemented in THE HOBBIT, you will also be able to see the view as Bilbo would see it in most locations you take him to.

As you enter the new location, a visual representation will appear on your screen, and the game will pause to enable you to view the scene. Pressing any key will allow you to continue with the game.

The visual representation will normally only be shown to you the first time you enter that particular location. If you wish to refresh your memory as to exactly where it is you are, you may enter the command LOOK.

This visual image is an artist's impression of the scene and will not change as the game progresses.

All these would result in quenching your thirst. You cannot use the position of an object as its description. This means that a sentence such as
DRINK BEER IN BOTTLE
is not acceptable

- You cannot have more than one indirect object in a sentence. Basically this means that you cannot specify doing one thing in more than one way.

For example, you could say
PUT THE ROPE ON THE TABLE
or you could decide to put it on the chair
PUT THE ROPE ON THE CHAIR
but you cannot put the rope on both the table and on the chair at the same time. You therefore can't say
PUT THE ROPE ON THE TABLE AND CHAIR

This is a general rule, and means that you can't say things like
ATTACK THE WOLVES WITH EVERYTHING

We feel that these limitations are fairly minor, and that you should be able to express yourself exactly the way you feel most comfortable.

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## FINDING YOUR WAY IN WILDERLAND

There are a number of ways you can tell the computer that you want to move from one location to another. Let's assume that you are at home (Bilbo's home, that is), and the computer tells you:
You are in a comfortable tunnel-like hall
To the east there is a green door
Gandalf goes east. —
You can do any one of the following, all of which are valid.

### Using arrow keys

The four arrow keys can be used for fast movements in the main direction: north, east, south and west.

There is no need to press RETURN when using the arrow keys.

Note that the arrow keys can only be used as the first key of our command to the computer. You may not, for example, start entering a word, backspace to the beginning of the line and then press an arrow key.

Note also that the arrow keys cannot move you in the other directions, such as southeast, up or down.

### Specifying the direction

The eight directions of the compass (north, northeast, east, southeast, and so on ...) and up and down can be specified either by their full spelling, or by abbreviation, or in a sentence.

For example, E. EAST. GO EAST.
RUN EAST. QUICKLY GO EAST. are all valid.

As you may enter more than one sentence at a time, you can use the directions as part of a longer command, such as
TAKE EVERYTHING AND GO EAST
or TAKE ALL, E
If you are very brave, you can try:
E, E, SE, W

### Passing through entrances

If you want to go through an entrance or a passageway, it is quite valid to say, as in this case,
GO THROUGH THE GREEN DOOR.
You may also go through window, or any other open passageways.

An interesting point is that you can also LOOK THROUGH doors and windows. This can be very useful if you want to see where you would get to by going in that direction, or to see who is there waiting for you!

## SPECIAL COMMANDS

There are a number of special commands that are unique to THE HOBBIT Adventure. These are:

LOOK (or abbreviation L): This gives you a full description of where you are, all exits, and all visible objects except for what you *are* carrying

INVENTORY (or abbreviation I): This gives you a description of everything you are carrying

EXAMINE object: This enables you to have a closer look at any object you may encounter

WAIT: This allows the passage of time

@: (does not require ENTER key to be pressed)
This is an exceptionally useful key which performs the function of "DO LAST COMMAND AGAIN". This command can only be used as the first entry in a line.

PRINT. This command turns on your printer (if you have one connected to your computer) and sends the contents of "Adventure window" to the printer as well as to the screen

This is very useful in trying to solve the problem of THE HOBBIT, as it allows you to go over the events of the day at your leisure. The printout of the "Adventure window" makes excellent reading — comparable to a novel, but one in which you decide on the course of action

NOPRINT: This command disables the PRINT printer function.

SAVE: This command allows you to save the data about your Adventure thus far onto tape for later playing. When you have finished SAVEing your progress, you can then continues normally. The SAVE feature is very useful if you have progressed deep Wilderland and don't want to start from the beginning again should you accidentally killed

LOAD: This command loads from tape the previously saved Adventure

QUIT. Restarts the game

SCORE: Tells you how you are going

PAUSE: Suspends the game until any key is pressed

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## USING ABBREVIATIONS

It is possible to be extremely brief with the computer and still be understood perfectly well. Obviously, though, the briefer your sentence or abbreviation, the more likely the possibility of misrepresentation.

It is also possible to type in less than a full sentence and if there is no mistaking your intention, the computer will do what you wanted:

You are in a comfortable tunnel like hall
To the east there is a green door
You see: a wooden chest

Let us assume you want to open the door, you would obvously say:

OPEN THE GREEN DOOR

You could, however, also be brief and say

OPEN

In this case, the meaning may seem obvious to you, but in fact the computer knows it is also possible to open the wooden chest, and the computer will therefore ask you:

OPEN WHAT?

You have a complete choice of answers here, including typing in a new sentence altogether, as just the object you want to open. Let us assume that you answer the query with:

OPEN WHAT? ALL

The computer will now process your instructions and you will see on the "Adventure window" the results of your instructions:

— You open the green door. —

— You open the wooden chest —

If you were now to again enter the command OPEN, the computer would tell you, very reasonably:

I see nothing to open

Note that if you typed in the full sentence

OPEN THE DOOR

the reply from the computer would have told you

The green door is open.

There is a price to be paid for being too brief!

## ANIMACTION IS HERE

Amazing as it sounds, all the other characters you will meet in THE HOBBIT have an independent character of their own.

This is another unique feature of THE HOBBIT which distinguishes it from most other microcomputer games. Each character or creature is capable of performing a wide range of actions and of making decisions based on what is happening. Just as in real life, they are doing something almost all of the time — they are animated!

Each character will follow a course of action that is in keeping with its character, and obviously the specific actions they take will be different each time you play THE HOBBIT.

They will react in some way, not only to what you do, but also to what every other creature they come in contact with does! Even when you're not around, they will go about their business.

Because of this unique feature you will find that each time you play THE HOBBIT things will proceed in a slightly different way, and the further you get into the Adventure, the more different it may be. While this also means that there is no unique solution to solving the problems in THE HOBBIT, it also means that you will face slightly different problems each time you play THE HOBBIT.

This is not an Adventure that you will play only once! Every time you start you will be on a new Adventure.

### Time marches on

THE HOBBIT is played in real time — this means that things happen as time goes on. The only time the computer doesn't do something is when you are entering a new instruction.

If you just sit and watch the screen you will find that after about 30 seconds, the following message will appear:
— You wait. —
Time passes.

And while you wait every other creature will be doing its own thing.

## TALK TO THE ANIMALS

THE HOBBIT features ANIMTALK, the amazing implementation that allows you to talk to the other creatures in the Adventure.

Now, at last, you can answer questions the other creatures may put to you, and moreover, you can say to the other creatures what you would like them to do.

Of course, because every creature in THE HOBBIT is animated through ANIMACTION, they will make up their own minds and decide if they want to do what you suggested.

The format is exceptionally simple. You enter
SAY TO whomever "sentence"
For example,
SAY TO GANDALF "READ MAP"
If he wants to he may do it, or you may see the message:
— Gandalf says "No!" —

You must have the message you want to say between quote marks and all the normal rules of INGLISH apply to what you say to the other creatures.

Try not to say too much to one person at a time, because if you are long winded they will think you are a bore and will tend not to agree to help you. It is a good idea for the same reason to try to limit the use of ALL in commands to other creatures.

You must be more careful in usual in typing what you say to the other creatures. They, unlike your computer, won't tell you if they don't understand what you are saying to them — they'll just think you are a little odd.

And if the other creatures think that you make little sense they are unlikely to help you much.

### Co-operating with other creatures

You should know that for some of the problems you will find in THE HOBBIT, a solution only exists if you are willing to cooperate with the other creatures in the Adventure.

As you are only a hobbit, you have no magic, there will be many things other people will be able to do better than you are able to do, such as lifting heavy weights, fighting monsters, and so on.

So you must be sure to stay on good terms with your friends. Of course, sometimes you will be on your own, and will have to fight your own fights.

### Fighting the creatures

There would be no Adventure without danger, and many of the creatures you will meet in WILDERLAND are less than friendly.

Many will attack you on sight. Some will try to kill you while others will try to capture you. It is also safe to say that any creature will fight back if attacked.

As you are only a hobbit, you will need weapons to help you, but you will still be able to fight even without weapons.

If you do not specify a weapon (even if you are carrying one) the computer will assume you wish to fight the enemy with your bare hands.

Because of ANIMACTION, and the viciousness of some of the creatures, do not be surprised to find dead bodies in your travels — these are the results of fighting going on in WILDERLAND.

Due to the immense size and complexity of this game it is impossible to guarantee that it will ever be completely error free.

A great deal of time has been spent testing this program to ensure it will behave as described in within these instructions.

If, however, any problems are found we would like to know about them so that future versions may be corrected. We would also like to hear any comments or criticisms you may have about the game.

## HINTS FOR THE HOBBIT

The best hints you can get for this Adventure come from the book, THE HOBBIT.

This Adventure follows extremely closely the plot of the book, and if you should find yourself stuck the best solution is to carefully reread the book.

Some parts of the Adventure have slight departures from the book to make it more interesting — the riddles that Gollum may ask you, for example, are not the same as in the book! That would be too easy!

At some points in the game you may use the word "HELP" to get a clue to help you continue. These clues are meant to be somewhat cryptic.

## DICTIONARY

Movements:

DOWN D EAST E NORTH N NORTHEAST NE NORTHWEST NW SOUTH S SOUTHEAST SE SOUTHWEST SW UP U WEST W

Special verbs:

EXAMINE HELP INVENTORY I LOAD LOOK L NOPRINT PAUSE PRINT QUIT SAVE SCORE

Action verbs:

BREAK CLIMB CLOSE CROSS DIG DROP DRINK EMPTY ENTER EAT FILL FOLLOW GIVE GO KILL LOCK PICK PUT OPEN RUN SAY SHOOT SWIM TIE TAKE THROW TURN UNLOCK UNTIE WEAR

Prepositions:

ACROSS AT FROM IN INTO ON OUT OFF THROUGH TO UP WITH

Adverbs:

CAREFULLY GENTLY QUICKLY SOFTLY VICIOUSLY